

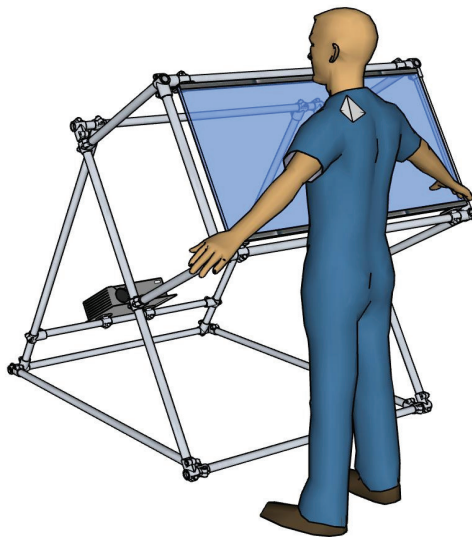


The Multi-Touch Multimedia Table.



Why single touch does not suffice anymore...

In our daily lives, we are used to interact using our whole hands. Grasping stuff, turning the page of a book, putting a post-it on our computer screen,... But when we switch to the traditional computer we have to change our ways and are constrained to that one single point, be it remotely controlled by a mouse or with direct contact using a touch screen. Though we got accustomed to this way of working, it breaks with how we interact in the real world and only provides us with one tenth of the power we could use.



Times are changing

Apple introduced touch sensitive devices that can track two points, Microsoft surface supports interaction with all fingers on the surface, Jeff Han got famous presenting his custom multi-touch table at TEDs,... Clearly, this evolution can not be stopped.

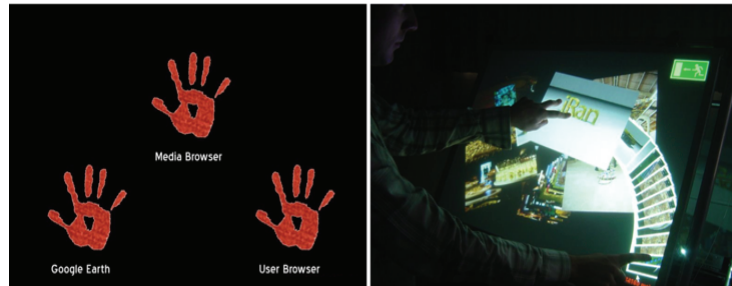
The hardware is evolving at a rapid pace, but there are no toolkits available to create multi-touch interaction that is independent from this hardware. The interaction possibilities seem more natural, but is this always the case? And can we finally evolve to workspaces where people effectively share the same display and collaborate as if they

were working on a regular table with paper and pen?

It's all about the Context

Computing is not confined to the individual desktop system locked in our homes and offices. It also happens at places where people gather, wander by or meet. Public spaces such as museums, libraries, exhibitions and even classrooms profit using tools that stimulate and support interaction with the end-user. MuTable acts as a platform for communication between the producers (artists, teachers, vendors, writers,...) and users of content. A multi-touch display can be shared among several users simultaneously, for collaboration or for individual usage. People can use MuTable to collaborate, share and transfer information.

Personal devices are considered in combination with MuTable to easily share, save and manipulate information that is initially private to the user.

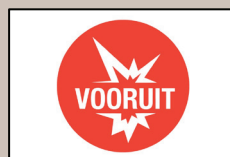
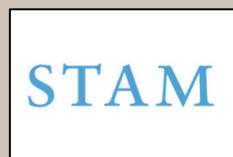


Our goals

This project aims at creating a new software architecture for multi-touch interaction. This involves creating new building blocks that developers, designers, artists, end-users,... need to create new custom applications that take advantage of multi-touch technology. The corner stone of a successful set of applications is the suitability of the appropriate interaction techniques that allow natural interaction. The realization of these interaction techniques, in combination with support for high-quality visualization of multimedia information, is one of the main goals of this project.

This domain is evolving with a rapid pace: almost every week we hear about new types of touch displays and interaction techniques that can change the way we are using computers. One of the challenges we want to tackle is to provide an abstraction layer that hides this complexity and put control for creating new applications in the hands of the developers, artists, teachers, vendors, domain experts,... instead of the hardware vendor.

In cooperation with



IBBT research groups

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